Public, Protected, and Private Inheritance

Inheritance access chart

Inheritance

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	public	protected	private
public	public	protected	private
protected protected		protected	private
private	private	private	private

```
Example 1
class A {
private: int priA;
protected: int proA;
public: int pubA;
     void displayA(){
        cout<<pre><<pre>priA<<<pre><<pubA;</pre>
class B : public A{
private: int priB;
protected: int proB;
public: int pubB;
     void displayB(){
        cout <pri/A<<pre>pri/A<<pre>pubA;
        cout<<pre><<pre>proB<<pre><<pubB;</pre>
};
int main(){
  A objA; B objB;
  cout < obj A.pri A < obj A.pro A
<<objA.pubA<<endl;
  cout < objB.priA < objB.proA << objB.pubA
<<endl;
  cout << objB.priB << objB.proB
```

```
Example 2
class A {
private: int priA;
protected: int proA;
public: int pubA;
     void display(){
        cout<<pre><<pre>priA<<<pre><<pubA;</pre>
class B : protected A {
private: int priB;
protected: int proB;
public: int pubB;
     void display(){
        cout << pri/A << pro/A << pubA;
        cout<<pre><<pre>proB<<pre><<pubB;</pre>
};
int main(){
  A objA; B objB;
  cout < obj A.pri A < obj A.pro A
<<obj>A.pubA<<endl;</td>
  cout < objB.priA < objB.proA << objB.pubA
<<endl;
  cout << objB.priB << objB.proB
```

```
class A {
private: int priA;
protected: int proA;
public: int pubA;
     void display(){
        cout<<pre><<pre>priA<<<pre><<pubA;</pre>
class B : private A{
private: int priB;
protected: int proB;
public: int pubB;
     void display(){
        cout << pri/A << pro/A << pubA;
        cout<<pre>cpriB<<pre>cpubB;
};
int main(){
  A objA; B objB;
  cout < obj A.pri A < obj A.pro A
<<obj>A.pubA<<endl;</td>
  cout < objB.proA << objB.pubA
<<endl;
  cout << objB.priB << objB.proB
```

cout< <pri>A<<pri>pubA; };</pri></pri>	<pre>void display(){ cout<<pri><pri><pre>priA<<pre><<pre>proB<<pre><<pubb; pre="" };<=""></pubb;></pre></pre></pre></pre></pri></pri></pre>
private: int priC; protected: int proC; public: int pubC; void display(){ cout < priA << proA << pubA; cout << priB << proB << pubB; cout << priC << proC << pubC; }; };	main(){ A objA; B objB; C objC; cout< <obja.pria <<="" <<obja.proa="" <<objb.proa="" <<objb.prob="" cout<<objb.pria="" cout<<objb.prib="" cout<<objc.pria="" cout<<objc.prib="" cout<<objc.pric="" obja.puba<<endl;="" objb.puba<<endl;="" objb.pubb<<endl;="" objc.pric<="" objc.proa="" objc.prob="" objc.puba<<endl;="" objc.pubb<<endl;="" td=""></obja.pria>

class B : protected A { private: int priB; protected: int proB; public: int pubB; void display() { cout< <pri>priA<<pro>proB<<pre>pubA; cout<<pre>priB<<pre>proB<<pre>pubB; };</pre></pre></pre></pre></pro></pri>				
int main(){				
< <obja.puba<<endl;< td=""></obja.puba<<endl;<>				
cout< <objb.pria <<="" objb.prøa<="" td=""></objb.pria>				
< <objb.puba<<endl;< td=""></objb.puba<<endl;<>				
cout <obib <<="" obib="" prib="" prob<="" td=""></obib>				
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	private: int priB; protected: int proB; public: int pubB; void display(){ cout< priA << proA << pubA; cout<< priB << proB << pubB; }; int main(){ A objA; B objB; C objC; cout < objA.priA < objA.proA < objA.pubA < endl; cout < objB.priA < objB.prøA < objB.pubB < endl; cout < objB.priB < objB.proB < objB.pubB < endl; cout < objC.priA << objC.proA < objC.proA < objC.pubA < endl;			

class A { private: int priA; protected: int proA; public: int pubA; void display() {	class B : private A { private: int priB; protected: int proB; public: int pubB; void display() {		
cout< <pri>A<<pri>PriA<<<pri>proA<<<pri>pubA;</pri></pri></pri></pri>	cout<\priA< <pre>priA<<pre>cout<\pri>priA<</pre></pre>		
	cout< <pri><<pri><<pri></pri></pri></pri>		
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class C : public B{	int main(){		
private: int priC;	A objA; B objB; C objC;		
protected: int proC;	cout< <obja.pria<<obja.proa< td=""></obja.pria<<obja.proa<>		
public: int pubC;	< <obja.puba<<endl;< td=""></obja.puba<<endl;<>		
void display(){	cout< <objb.pria<<objb.proa< td=""></objb.pria<<objb.proa<>		
cout <pri>A <pri>A <pri>A;</pri></pri></pri>	; <pre> <<objb.puba<<endl;< pre=""></objb.puba<<endl;<></pre>		
cout< <pri>Serial content conte</pri>	cout< <objbprib<<objbprob< td=""></objbprib<<objbprob<>		
cout< <pric<<pre>cout<<<pre>cout<</pre></pric<<pre>	<pre><<objb.pubb<<<endl;< pre=""></objb.pubb<<<endl;<></pre>		
}	cout< <objc.pria <<="" objc.proa<="" td=""></objc.pria>		
};	<pre><<objc.puba<<<endl;< pre=""></objc.puba<<<endl;<></pre>		
	cout< <objc.prib <<="" ample<="" objc.p="" obx="" td=""></objc.prib>		
< <objc.pubb<<<endl;< td=""></objc.pubb<<<endl;<>			
cout< <objc.pric <<="" objc.pric<="" td=""></objc.pric>			
< <u><objc.pubc< u=""><<endl;< td=""></endl;<></objc.pubc<></u>			